

PART I

THE TOMB OF THE FIRE KING

OK then, prepare yourself... your greatest adventure is about to begin. Good luck and God's speed.

When the story opens you find yourself in a room above the town square, that the Mayor has kindly provided for your use (his brother owns it). Your first step should be to orientate yourself with both the city and wilderness maps. These are found on the inside surfaces of the game album. Check out views from the balconies and collect the food and keys you find there. Don't miss the small windows in the southwest corner of the room.

1. Exploring the Town

When you are ready, descend the stairs to the town square. In front of the arms store is a book which warns "Enter at your own risk". Well, it's a risk worth taking, so go to it. Plunder both arms stores, but be prepared for a fight. The town guards aren't there to be helpful; you're supposed to be fighting the beast not raiding the town, remember!

Now that you have a few valuables you may find it worth while visiting the shop. At this stage in your career it is probably a good idea to stock up on useful, destructive things like bombs, death spells and supershots. A few keys will also be helpful, but don't fill all your pockets. You may notice that the shop has a back room that you cannot get into. This is where Fastbucks keeps his best stock for his most favoured customers, of which you're not one, yet!

If you are feeling particularly underpaid and hard done by the Mayor, you may invest some time in looting the town treasury. All the chests are locked, so you will need a good supply of keys. Be careful entering the treasury. When you enter, guards spring out from behind doors across the street. Leave a few well placed bombs in the street and they won't be a problem. Take the treasure to the shop and go on a buying spree.

It is a good idea to explore the town before attempting to confront the beast. Each of the four towers have some extra goodies that can be useful, if you can overcome the guards. You must pull the levers to get into the northern towers, the southern towers are push-overs. Beware the slimes that have infested the northern parapet; if they get hold of you they will drain away your strength. Only quick wit and quicker feet will get you past them (although the supershots are supposed to work wonders).

The Temple of Dragara is an interesting place to visit. You never know what rumours you may hear, and besides, you could use a prayer. In the temple tower lives the high

priest who rarely sees anyone, so don't get your hopes up for a blessing.

The Thieves' Guild is another attraction, they sell the best food, amongst other things, all smuggled in from abroad. This is also a good place to go after your adventures; the Thieves' Guild usually has a few pieces of choice information to tell you, if the price is right. Behind the Thieves' Guild are some training rooms, which contain a few of the more harmless creatures you may encounter on your expedition. Why not get a little monster bashing practice in while you have a chance?

By now you may have noticed that you cannot get out of the town. The big beastie has sealed off the exits. Only one way to deal with an uppity beast, show it who's boss. Well... its about time anyway, no putting it off any longer.

2. Journey to the Death-Beast

Find the entrance to the sewers, its just across the street from the entrance to the Thieves' Guild (accidental, I'm sure). The first chamber you will enter contains a bell and many slimes. Don't worry, the slimes are afraid of the bell. Just ring it and mop up the slimes at your leisure. Across the sewer, in the southern wall of this chamber, is the entrance to the Sewer Masters hovel. His name is Muckmire, and he is not pleasant to be with. You'll have to swim through the muck to get there, unless you are prepared to use some boots of water-walking. If you're swimming, be sure to start on the far left of the chamber otherwise the current will wash you away.

Muckmire is one tough character; you'll have to use a death spell to kill him. Collect his goodies and answer MUCKMIRE to the book (you should have discovered his name from the sign saying that the catacombs are out of bounds). This will open the secret passage on the south wall which leads to some treasure. In this treasure room is a note from the beast to Muckmire, thanking him for his help. That makes you feel better about killing him, doesn't it?

When you have finished with Muckmire go through the door that has the message by it forbidding you to enter. Immediately to your right is a stairway descending to the catacombs, this is the way to go. There is another way into the catacombs if you wish to try something different and don't mind getting a little wet, but I'm not going to tell you where it is.

You are now in the upper levels of the catacombs, a twisting network of decaying corridors and passages. Don't open any of the chests except the first and third on your right, the others are coffins containing wraiths. The next room contains three vortexes that can only be shot diagonally through cracks in the walls. Behind the walls are objects that you can get later if you

manage to kill all the wraiths. If you aren't any good at shooting diagonally, get out through the passage in the south east, not the door in the south.

As you travel down the passage a stone block will vanish on your left. Be careful going in here, there are lots strength draining slimes inside. There are also a few relics to be had if you make the effort. If you continue on down the passage you will come across an intersection. Continue south and you will find the lever that bestows wall-walking upon you. Use this to get into the wraith room to the east and behind the walls of the room to the north. If you are a bit of a wimp in the magical arts then you may not make it to the northern room before your magic runs out, but you should still be able to get into the room in the east. Inside that room you will find a message which gives the name of the adventurer that came before you. Write it down.

Return to the intersection and take the western passage, kill the slimes and avoid the first two chests. If you've been good so far there will be a few goodies there for you. Beside the stairway to the next level is a book. Write down what it says; it is very important. Go down the stairs to the next level.

This is where life starts to get a little more complicated. Explore the passages and see what jumps out to meet you. Test your crossbow out on the slimes and wraiths, and beware the cursed ring and boots in the southern tomb. In the northwest corner of the level is the last resting place of Bregohan, the adventurer that attempted this mission before you. He almost succeeded, but overlooked one vital piece of information. He managed to crawl his way up here before expiring and has left some valuable advice and an indispensable object for you. To collect them you will have to remember his name (good thing you wrote it down earlier!).

You should now have a jewel, whatever you do, don't leave it behind. Travel now to the northeast corner of the level where you'll find a room in which there is a book and a passage south, blocked by a large stone slab. As the book implies, this is the only way down to the beast, and the slab will only be removed when you have both the jewel and the mirror. Mirror, what mirror? Ok, time to descend that stair that you passed not far back.

In the top tomb of in this section, only the middle chest on either side contains anything of value. In the bottom chamber is that magic mirror you were looking for. Be very careful. Do not open any doors... yet. As soon as you open one door they will all open and you will be in a sea of wraiths, very unpleasant. Compared to sitting in a hot bath reading your favourite novel, it could be downright ugly. Your simplest recourse is to go for a snatch and run, and when I say run, I mean fast. Magicians may consider

many drinking binges down at the "Sleazy Slime" wine-bar, he sketched out a floor plan of the lock on the back of a soggy napkin which (by a marvelous coincidence) you happen to have with you...

You'll find a "find-traps" spell just south of this room, which you might find useful in completing this puzzle. Starting in the corridor just outside the room, walk: one square north, two squares west (till you're standing against the wall), two squares north, one square east, one square north, one square east (to walk over another magic spot), one square west, one square south, two squares west (till you hit the wall), then north one square and west one square. You find yourself in the corridor that you follow into the cook's quarters... Phew! No wonder they call him Crockpot, but he sure cooks up a great rat's tail stew.

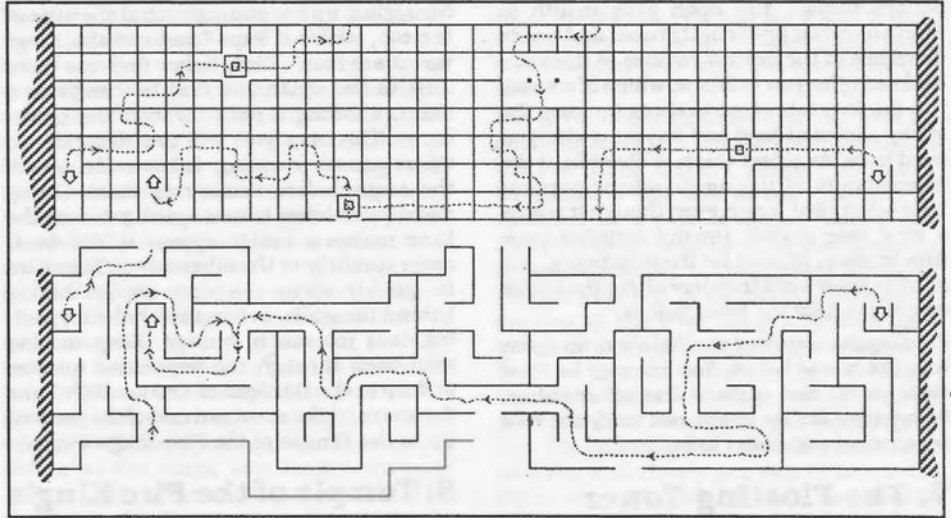
Now you can visit the chief cook; tell him CROCKPOT sent you. So he wants some coal does he? Might as well help the old guy (who knows what he might do for you in return).

3. The Furnace Rooms

Go north from the chief cook's room to enter the furnace rooms. Some nasty traps have been placed in here to try and stop the coal thieves, who have been stealing coal and selling it illegally. What else would you buy on the black market? If you feel up to the traps, there is a stash of goodies to the west. Go to the levers that control the furnace. You decide that you might as well turn down the heat if you're going to be wandering down below. To the east you find a lever that summons some unwanted lime spiders, but also opens the passage that leads you around the furnace vents and down to the coal store, to finish your task.

The hunchback miners down here keep digging up the Fire Jaunts' homes, so the Jaunts have developed a respectable hatred for any of the hunchbacks that walk around here. You'll find some boots for fire-walking to the north east of the level, just near a huge coal store (the way in is on the other side). Making your way carefully around the furnace and into the coal store, you find your frustration that the coal is too awkward to carry without a coal miner's chest. Fortunately you remember seeing one to the south, but unfortunately you also remember that the only way there was through the heart of the furnace itself (lucky you turned the flames down a bit). Put on your boots of fire-walking, and go through the furnace tunnels where the hunchbacks are working to find the empty coal chest. After filling your chest with coal you head back triumphantly to the chief cook with the knowledge of a job well done.

Thinking that you are a servant, he gives you another job to do; taking hot broth to Fripp Hawkfins.



The Door Maze and the Wall Maze

4. Fripp's House

Go back through the servants' quarters, up to Fripp's house. Fripp seems a nice old man, and he tells you to find Jarral in the residential quarter of the palace. He then proceeds to tell you his entire life history and the histories of a number of his more distant relatives before you finally manage to slip away in search of the exit. You find some relics to the west and some scrolls in the library to the east; telling yourself that Fripp would have given them to you had you been able to interrupt him long enough to ask for them... The only exit is through a gate in the top right of the garden, which is opened with a lever in the top left of the garden (yes, through all those spiders). There is a bell of stop time near the ornamental lake, which will help you defeat the spiders. Ringing the bell may give you just the time you need to place a surprise bomb for the inquisitive spiders.

Leaving Fripp's place you enter the caves under Mount Erif. Hunt around through the passages collecting gold. North through the caves will lead you to the volcanic centre of the mountain. There are some goodies to be found, but beware; the caves around here are unstable. If you can get both the boots of fire-walking and wall-walking there is a health spell to be found in the centre of the fiery mount. When you have finished looting go south through the passages of gold till you reach Darkblood's trap.

5. Darkblood's Trap/The Door Maze/The Wall Maze

Darkblood must be a particularly nasty fellow if this trap is anything to go by. Admittedly, last year in the live-slime eating contest he won by a large margin; but this trap takes the cake! "He's definitely getting crossed off my 'Dragara's New Year Celebration' card list", you mutter to yourself.

The easiest way to get through this trap is to

wait until the slimes generate and start milling around. They can't walk on the path, so just walk where the slimes don't; take it slowly and you should be fine. If you have a find traps spell, don't let it sit there and waste pocket space... use it! The first set of stairs takes you back down to the barricade that Darkblood set up, and you certainly don't want to go back there; not after all the trouble you've gone to just to get to the other side!

Leaving Darkblood's trap you enter a room with three ancient, talking doors. After some mental dexterity of cranium crunching complexity, you decide that the Bronze door is telling the truth, and the other two are lying... or was it the other way around... "Anyway, the Bronze door has the nicest voice", you think as you step through. In the passages behind the Bronze door you find that some of the walls aren't quite as solid as they appear, and perseverance leads to a few more supershots and an extra meal.

There are two exits from the path; north and south of the level. The north exit leads to the wall maze, and the south exit leads to the one-way door maze. Either of these mazes will lead you to the Residential Quarter in the Kings Tower. Neither of these mazes will lead you there willingly...

6. The Residential Quarter

The residential quarter is home to many of the Fire King's people. Everyone is a bit on edge right now (what with the death of the King and all), and one house in particular containing a bright jewel, is well barred. Remembering the advice of Fripp, you search the streets for Jarral's house. A rather nosey doorman refuses to let you enter until you have told him who sent you. You go upstairs and listen to Jarral's advice.

"Ten days ago", he says, "there was a battle at the top of the palace where the King's room is. Shortly after the fireballs settled, a man was seen taking a jewel into one of the

houses below." You open your mouth to thank him, but he abruptly turns and heads down one of the narrow cavities in the attic, beckoning for you to follow, which of course, you do. Buy lots of supershots (to keep the sticky slimes at bay) and anything else you need from his secret stash. A clue about the whereabouts of the magic mirror particularly takes your fancy, even though it seems a little over-priced. Having satisfied your urge to shop, at least for the time being, you go off in search of a trapdoor above the house where you saw the jewel before.

Finding the trapdoor you lightly drop down into the house below. You manage to steal their jewel, and quite a few other things before they realize you're not really the roof repair man you claim to be.

7. The Floating Tower

Take the stairs up to the Courtyard of Tranquillity. Hoping to find the guidance of the Fire King you wander through the garden to a large elm in the north-east corner, and sit just below it. Your prayers are answered and you are directed to find the chest that lies at the top of the Floating Towers. Inspired by the Fire King, you wander through the gardens and gain some helpful information as to the whereabouts of the Floating Towers.

Follow the magic forces that push you off the east edge of the balcony. Grabbing for the railing with all the unsuccessful enthusiasm of a cartoon character, you find yourself falling down past some small towers suspended in mid-air by nothing at all. You barely have time to ponder the questions of: Why? How? and Where can I get one?, when one of them breaks your fall. Here you have a monster just waiting to throw itself onto a bomb; only there is a door in the way, which you can't reach. An open-all-doors spell would come in handy! Hitting the lever makes the exit stairs appear as does a magic spot just above the stairs. Climbing the stairs will take you to the Upper Floating Towers.

Once again a generous soul has left an active bomb for you to kill the monsters with. Duck behind the bomb and watch the slimes turn themselves to jello. Leap off the tower, through the illusionary walls to the north (above the fire), taking you to the lower Floating Towers again. Push the lever to make some stairs appear in the north east corner of the tower (get your death spells handy first). Up the stairs to the upper towers, exit via the north west corner, behind the supershot. Kill the beasties and pull the lever, making two stairs appear. Take the northern stairs up. Go to the north east of the tower to make the block disappear, letting you use the bridge to the east.

You open a chest in the east of the tower and a strange and very talkative mist wafts out. It starts drifting off to the south east (so you follow it). Follow it off the tower to the level below, with the twin stairs. The mist has already floated up the stairs to the south...

Struggling up the stairs you find the mist at the top, where it lisps "maps to the Kings turret are here". Well, better find 'em then. Just to the south you find two maps in a chest, showing a path through the crown room. The map you will see depends on where you are standing. Take careful note of the maps before destroying them. Jump down to the lower towers again; pressing the lever makes a bridge appear to the west, cross carefully to the other tower. Take care to quickly shoot the siren ghosts hiding behind the walls, before their hideous wailing does too much damage. Keep moving west back through the residential quarter and up to the Gardens of Tranquillity. Take the stairs (at the southern end of the garden) up to the Temple of the Fire King's People.

8. Temple of the Fire King's People

The entrance to the temple is around to the east, and you decide to go in and pay a visit to the priest. If you help him by ridding the temple of the whirlwinds he will pay you greatly for your kindness. You find the whirlwinds to the north east and generously show them your arsenal of bombs, death spells, and supershots. You return to the priest who does indeed reward you. All you need to do is decide which chest to open. You can use a spell of examination if you have one available; or drop all your keys nearby so you can't open the locked chest; or (most likely) save the game and guess. If your choice is not the best you will find yourself in your very own floating grave. When your task is finished go upstairs to the twin turrets.

On the left side of the tower are some well placed bombs (you'll have to find out who keeps leaving them around and thank them!), which you can use to kill the Fire Jaunt vortexes. The examination rings on the west side of the tower will let you sort out the treasure from the traps. Stepping out onto the balcony on the east side of the tower for some fresh air, you notice the storeroom below. Remembering the clue that you bought from Jarral's store above the Residential Quarters, you decide to try to break into the storeroom to find the mirror. Jumping off the south side of the balcony, you find yourself in a storeroom full of goodies. Don't use the open-all-doors spell that you find immediately. Climb down the chute in the storeroom to the floating towers below. You'll land in a small room with a mirror. Now you can use the open doors spell, and get that mirror!

Make your way back through the Gardens of Tranquillity, up through the Temple and the Twin Turrets level 1 to the level above. Be wary of the chests on this level, the Fire Jaunts get very upset with those who try to steal their things. Out on the balcony you find a manual that tells you to use the levers to repair the broken bridge to the west. Keep yelling "let us free", looking further you find

them barricaded in stone cells. You must first free the people who are being held captive. During your search of the level you find a row of levers, presumably the ones that will repair the bridge below. You try to pull them but find that they are magically locked. On the east side of the tower, hidden behind some trees is a doorway into a small room. There, in a chest, you will find a crystal key. You can now go and unlock the people down in the south side of the tower. They tell you which lever to use to repair the bridge. Go and pull that lever, then go downstairs, and carefully cross the newly opened bridge (take care if traveling in pairs, only cross one at a time!)

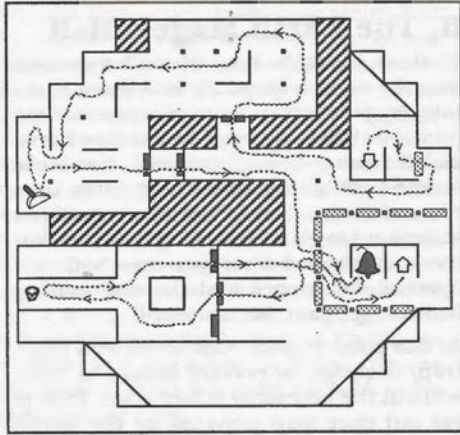
Ascending the stairs you come upon a small side room. Here you find a book that tells of the two jewels that lie in the crown room, and an empty plate that tells of another meal you missed out on.

Go up the stairs till you reach the Crown Room. Make sure you have the maps that you found in the floating towers handy. Follow the map through the north side of the tower till you reach the first jewel. Now, don't steal the crown, take the jewel and press the lever (in that order if you like).

Go back to near the entrance (still following the map). The deep chasms that once surrounded the staircase and the bell have vanished. Ring the bell (of fear) and immediately go west down the corridor, pick your moment carefully to steal the jewel while the keepers are still afraid, and quickly go back out via one of the one way doors (with illusionary walls behind them). Using boots of speed can help you race in before the keepers have a chance to stop you. Now go upstairs to "beneath the Fire King's chamber".

9. Beneath the Fire King's Chamber

Following the passage from the top of the stairs, you come upon a row of bells and a couple of levers. In your usual risk-ridden way you try pulling the levers, but not knowing how they work, they don't. You open the doors above the levers, and find the stairs to the King's chambers blocked by some salamander guards that refuse to let you in, no matter what persuasive techniques you use. Head up to the north-west corner of the building. Here you discover that you can make the slimes attack and kill the salamanders for you. You ring the bell and watch as its magical tones incite the slimes into a frenzy of salamander bashing. Stepping daintily over the soggy remains of the salamanders, you collect a relic and the knowledge to use the levers. You head back to the levers and pulling first one and then the other, find them to be a limitless source of slimes. Ring the bell of attack and create a slime. Carefully you lead the slimes into the room with the salamanders and watch as they are oozed to death. If the slimes die, or the bell stops, try again.



The Crown Room

Now before you go up these stairs, it's a good time to take stock of what you should be carrying. You should have three jewels, one from the storeroom of the people's treasure, and two from the crown room; and a mirror from the floating towers. If you are ready, it is time to go up those stairs and see what awaits.

You are now atop the Fire King's palace. Quickly use your mirror, preparing to reflect the death-beast's blasts before it attacks, and get your jewel pocket ready (if you have fire-walking boots with you it's also a good time to lace them on). There are three jewel brackets, awaiting your jewels. Fending off a hail of fiery blasts with your mirror, you manage to get all the jewels in place on their brackets. Reflecting the blasts from the beast, you destroy the jewels with the same military precision that got you top marks at adventurer's school. Turning on the beast you give him an overdose of his own medicine.

When the dust settles climb up the stairs into a small attic. You find the Fire King's apprentice tied up in a chest. He explains that three mages came and attacked the Fire King, summoning the beast that you just killed. Badly wounded and seeing his only chance of escape he then fled under the mountain. All is not lost! The Fire King is still alive! Leave the attic via the east staircase. Collect the Fire King's possessions that are scattered around the room, and go and have a look in that big casket below...

PART III THE EARTH MAGE'S HALLS

The journey back to the town is an uneventful one, giving you a chance to go back over the events that have shaped your adventures.

It is hard to believe that so much has happened in such a short time. The land was so peaceful and then suddenly the Fire King is reported dead. You are still unsure what possessed you to volunteer to kill the beast in the town's catacombs, particularly since there was no mention of a reward. You recall the nervousness with which you peered into the casket, and the disbelief when you found the body of the Water Mage instead of the Fire King. You remember seeing a white mark on his finger where his mage ring should have been. At least that ties in with the apprentice's story that the Wind Mage took the Water Mage's ring.

It sure looks like the Wind Mage is behind all of this. Still, you have to admire his persistence. He tries to kill the Fire King, and the Water mage dies instead. But what did that matter? Someone died, and that was good enough for him. All he had to do was use a little disguise magic and doll up the Water Mage to look like the Fire King. Simple. Throw a death-beast down in the catacombs to stop the mayor from nosing around, and everyone would believe that the Fire King really was dead.

Well he hadn't counted on you, had he? Come to think of it, neither had you! Briefly you toy with the idea of quitting while you're ahead, but grand visions of knighthoods, medals, and most of all, sumptuous banquets, quickly dispel the idea.

As the vision fades in a fanfare of wealth and fame, you ponder some still unanswered questions. The Fire King is wounded and has fled under the mountain, so how are you going to be able to help him? After all, you can only pass through the gates under the mountain if you have a mage ring, which you certainly don't. You can't get one from the Water Mage, because the Wind Mage has taken his. The Fire King's has gone with him under the mountain, so you can forget that one too. Perhaps a visit to the Earth Mage is in order? Perhaps the Thieves' Guild may know more? Perhaps the high priest or the mayor may be able to help? Perhaps you should give up while you're ahead? Perhaps...?

Your head begins to spin. Thinking was never one of your strong points, and what's more, it always makes you hungry....

1. Things to Do in Town

Back in your lodgings at last; your first good bath in weeks is waiting! There is a message left here while you were away; it seems the

High Priest has some information that could be useful. The Temple of Dragara isn't too far to walk, so off you go. If the priest won't see you, you could try putting in a few prayers to Dragara. Kneel in a pew and say a few Hail Marys; try all the empty pews, some pews send a stronger signal to Dragara than others. Go upstairs and visit the High Priest. He tells you that you must go under the mountain to help the Fire King, but to get under the mountain you will need a Mage ring. He has foreseen that you will be carrying the Earth Mage's ring ("that makes sense", you tell yourself, "since that's the only ring I know the whereabouts of"). The priest also tells you that there is a back entrance to Fastbucks' shop from the Thieves' Guild (of course). Fastbucks keeps all his special products in the back room of the shop, for his favoured customers.

It's worth paying a visit to Fastbucks back room, so go up to the Thieves' Guild, and go west to Training Room Two. This room has been setup as a test for would-be thieves. If you can pass the test, you are deemed worthy enough to join the Thieves' Guild with all the privileges that entails. Now this test can be difficult to pass, skill has to be shown in strength, dexterity and intelligence. But a few well placed bundles of notes, and thieves being like they are, you have all the necessary clues to pass the test and win the "Thief Class I" award, given to the best students each year.

Firstly kill all the boulder vortexes through the illusionary walls. A bell of summoning should now appear for your efforts. If you ring this bell the spiders will try to reach the bell, stopping them from chasing you (a few death spells still come in handy). Pressing the lever behind the spiders makes a large stone door slide open, revealing the hidden entrance to Fastbucks' shop (north of the room, just beside the boulder enclosure). Immediately you enter the room Fastbucks sidles up to you and starts giving you his best sales-man spiel.

"Ah, my friend, I see you have joined the Thieves' Guild at last. I have many fine items here you may wish to purchase, of course at a discount, since you are one of my best customers." You wince at the mention of a discount, knowing full well that the merchandise in this back room is rare and expensive. Fastbucks continues, "Over here we have clues from experts in every field; behind me you see banquets of the finest produce, specially packed for fast eating."

"Do y...", you start to say, interrupted by Fastbucks' continuing pitch. "I also have Health spells and rings of Heroism, made with the strongest magic in the land. Also, no adventurer should go far without some of... hugg, arrrgh". Having finished his pitch, for the most part, you hit him a few times to shut him up, and complete your shopping in peace.

Make sure you have some supershots, and a few pairs of wall-walking boots come in

handy. Buy whatever else you're used to using in battle, that is: lots of death spells for magic users, bombs and supershots for the others, oh... and a pocket full of keys is always useful. Try not to take too much stuff with you, you'll need two pockets free to carry any jewels and mirrors you find. If a pocket has only a few items, you can easily dump (or use) the contents if necessary to carry more important things.

2. The Journey to the Earth Mage's Hall

Take the west exit from the town to get to the entrance of the main road. There are two main ways to reach the Earth Mage's domain from the town. The main road takes most travellers, or you can take the scenic route via the foresters' huts. To travel the fast route take the western turn off the main road, and walk towards the stone circle. It's best to walk around the stone circle, for it is cursed. Take the small path to the west of the stone circle, into the Spiderwoods. Go south west, across a small bridge, and finally to the Bridge Keepers.

The scenic route is directly south from the turn-off. Presently you come to the Foresters huts, always worth a visit, and maybe even a raid. Make sure you peep in the windows of the huts, you never know what you might find, and explore from the inside as well. Walk north from the huts, through the Spiderwoods (beside a small stream). Take a path to the west, just before a small bridge across the stream, to get to the Bridge Keepers.

3. The Bridge Keepers

You come to a bridge guarded by large, lumpy hunchbacks. It's quite obvious (to the trained eye) that they are graduates of Fastbucks' "You Too Can Be Mr Universe" school of body building. You try a few bolts from your trusty weapon, but they fail miserably, as you had already guessed. After unsuccessfully trying supershots and death spells, you decide to follow their simple instructions (and make a mental note to talk to Fastbucks about his courses). You drop one of your supershot bundles in the arms store (hiding the rest under your cloak). You ring the bell, yell out "hey hunchie, your mother wears army boots, and your father was a slime", and run for your life, with both hunchbacks in hot pursuit. You finally elude the hunchbacks and race across the bridge, taking the north path to the Forest of the Earth Mage.

You travel west until you arrive at some steps that lead up into a small watch tower. Your recent successful adventures have made you a little careless, and you entirely fail to notice a noose being lowered from above, until it begins to argue with your windpipe over what size it should be. "Die, you slime-sucking servant of the Wind Mage", comes the formal greeting from the other end of the noose.

"Arrrrhhh...", you manage, "I do not serve the Wind Mage. It is the Earth Mage who is the traitor".

The noose loosens as the guard attempts to sort out the misunderstanding. It would appear that the Earth Mage was in fact on the side of the Fire King. Together they suspected that the Water and Wind Mages were dabbling in black sorcery and plotting something nasty and unimaginative like taking over the world. In order to discover what they were up to, the Earth Mage pretended to join them, but things went horribly wrong at the top of the palace, and the Earth Mage fled back to her halls.

The guards have supplies of supershots along the parapets of the watch tower. Well, you need them more than they do, so help yourself. Take the pit short-cut down into the Walled Gardens.

4. The Walled Gardens

Go north, in through the gardens, until you reach the retractable bridge across the lake. Press the nearby lever to lower the bridge, and cross it to the western end of the garden. Search the bushes to find a rake left lying around by a forgetful gardener. Go now to the south of the garden (back across the bridge) and west again, till you come to the garden shed. Put the rake back in the shed, and pick up the bottles in the crate marked "SLIMICIDE - POISON S9". Take the stairs in the mid-west side of the garden up to the second watch tower.

An old man informs you that if you kill all the slimes he will help you. Those bottles of slimicide you found in the garden shed below will come in very handy. As you run about the tower the slimicide is automatically used to explode the slimes! (powerful stuff this slimicide). Go to the west side of the tower and continue your slime splattering business. After killing all the slimes enter the rooms in the middle of the tower. Because you have freed the folk of the slimes they will help you enter the Earth Mages hall.

They give you an old map which doesn't look immediately useful, but you never know. Don't leave behind the wall-walking boots or the open-all-doors spell, they come in very useful later on, and if you have a pocket free grab the find-trap spell. Oh, and don't forget to visit the restaurant on the way out, it's renowned in the Earth Mage's domain for having the best vienna schnitzel with green pepper-corn and mushroom sauce, not to mention their mushrooms stuffed with pine nuts, bacon and herbs. The people are so charmed with your efforts on the slimes they give you an impromptu banquet. On the way out you go back to the old man, who gives you a key and the instructions "Drop this key at each door of judgement to choose the way." Thinking that this must be some strange sort of blessing you reply, "May your hinges swing true, and your door mat never be soiled."

5. The Earth Mage's Hall

Go down the stairs from the walled gardens into the miners quarters, and down again into the gallery. You try to continue into the mines but find yourself blocked by barricaded doors over each entrance. You muse on the possibilities for a few minutes, then remember the men in the tower gave you something to get in. Reaching the southernmost barricaded door you use both the open-all-doors spell and the wall-walking boots to get past the barricade.

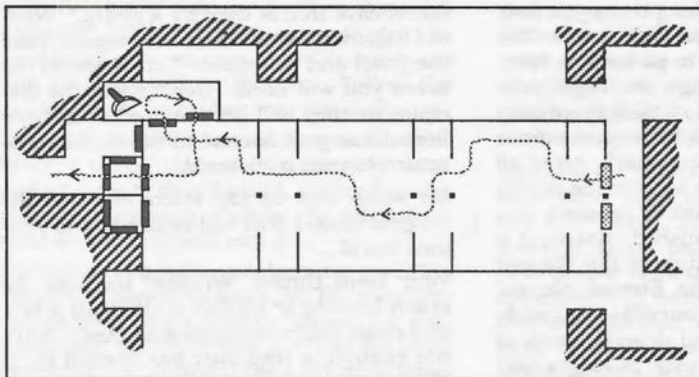
At this point you are confronted by a nasty trap, designed to prevent access to those without the necessary information. Time to get out that map provided by the people living in the tower above. An expanded version of this map is printed below, showing the correct path to follow to negotiate the trap. If you have a find-traps spell use it before you attempt to cross the floor (but note that only traps that are marked with a "*" on the original map are actually bad, the other traps are good). Head for the spot marked "?" on the map, which should have a book waiting. If you haven't taken the right path the book won't appear. The book tells you that the path lies to the north-west. Still being careful not to tread on any of the traps, go out the one-way-door and pull the lever, which moves the stone block in front of the secret tunnel.

You notice to your horror the limp form of the dead Earth Mage, "hmm, the Wind Mage must have found her out" you think to yourself. "Curse his tornado breath", you swear as you examine the mage's body. "Looks like he may have taken the Earth Mage's ring as well." Muttering obscenities as to the legitimacy of the Wind Mage's parentage, you enter the tunnels.

6. The Treasure Chamber

In the tunnels you find the Earth Mage's familiar, a small friendly mole. Just as you are about to kill it (not being particularly fond of small moles), he interrupts you by pleading for his life (no ordinary mole, this fellow). He tells you that the Earth Mage died trying to thwart the Wind Mages ruthless plan to make himself King. She was talking with her spies in the back room when the Wind Mage attacked and killed her.

Many riches fill your sight, but you're only human, and its too much for you to carry. If you thread your way to the north-east of the chamber you will find a magic chest. This chest will hold huge amounts of treasure but is almost weightless, allowing you to go back and collect the gold. There is also a mirror here, with two wands. Down the corridor to the west is a clue to use the cypher to find the hidden door; look up "EARTH MAGE'S PERSONAL DOOR" and "EARTH MAGE'S SECRET DOOR" to find the answer "BEHIND KEY". Go behind the key, through an illusionary wall, and into the spies' back room.



The Halls of the Earth Mage

7. The Spies' Back Room

You enter the room quietly, and are just in time to hear the spies discussing their possible actions now the Earth Mage is dead. You overhear that you need seven jewels to kill the Wind Mage's death-beast protector, and that the Earth Mage's Journal may tell you where they are. The spies decide to simply take the Earth Mage's treasure and run... (to be expected really, they are your typical low-budget spies). Since you have already taken the treasure (the Earth Mage was dead anyway), you had better kill them before they find out. After you kill the spies you realize that a bell has blocked the exit, trapping you in the room. You frantically pull the lever to remove the bell which promptly breaks. Search around the south-west of the room and find the secret catch in the wall which opens up a back passage to another room. In the other room you find some cogs to repair the broken lever.

Back in the Treasure Chamber the Earth Mage's familiar (the surprisingly intelligent talking mole) calls to tell you that the journal you seek is in the pit; then casually adds that there is also a death-beast in the pit (he's also got a sense of humour!). When leaving through the Earth Mage's hall remember to follow the floor-plan to avoid the traps. On the way out you see the pit to the east, then find a message indicating the only way into the mines is via the pool in the Walled Garden.

8. Into the Mines

Trudging back up the stairs to the Walled Gardens, you approach the small pool. Making sure your pack is firmly closed you dive into the calm blue waters of the pond. Swimming under the bridge you get to the centre, and suddenly find yourself in the grip of a whirlpool, sucking you down into a small tunnel, through which water flows down into a pit below. You scabble desperately at the bank, but the current is too strong and you find yourself tumbling down into the blackness of the pit.

Just as you are deciding that this does not look like the mines you want, a death-beast attacks.

"Yikes!", you exclaim... "I wasn't expecting this kind of welcome."

Quickly use your mirror, then run for the exit in the north-west of the pit. You cannot defeat the beast without three jewels. Cursing that you will be back, you race up the stairs, three at a time, until you get to the miners' quarters. There you find eight chests arranged

around a chasm. DON'T TOUCH ANYTHING! First find the ring of examination, in one of the miners' rooms, then use it to examine the contents of all of the chests. Many of the chests have pits in them that suck you down to the level below (with the not-so-friendly death-beast). Having raided the chests you try to leave; a foreman mistaking you for a miner reminds you to take the blasting explosives with you. Rather than admit that you're not a miner, and have to explain exactly why you're here, use your wall-walking boots to enter the room with the explosives, and take them with you. Go through the gallery to the north, using supershots to kill the slimes (or just dodging them), then downstairs to the Room of Judgement.

Pass through the room of judgement, through a chamber on the west side of the room, into the mines. You overhear a miner say that "things always go wrong on Thursdays", just as you shoot a group of them. Go deep into the mines, via the upper walk-way. You may have to bend down to negotiate some of the lower parts of the tunnel, and dig through a few areas of loose rocks. As you travel through one of the tunnels you find a scrap of paper with this weeks access codes printed on them (Monday:gruel, Tuesday:stench, Wednesday:hash, Thursday:grunge, Friday:sleaze). Up at the end of the tunnel you find two jewels, with another two visible over in a nearby tunnel.

On the way out, take the west-most tunnel. Examine the rocks carefully, you may find a secret stash of goods hidden in a small crevice. On the way back down the moving walk-way, don't ignore the relic and other things behind the wall. It may take a few passes to shoot out the wall, but its worth it. Answer the question book to the south of the cave to get into the back of the mines, on the way through get the wall and water-walking boots. Around the end of the tunnel you find a sign warning of blasting in progress. Use the wall-walking boots to jump over the walls, and get further up the tunnel before the bell stops ringing. If you aren't quick enough the rock is blasted and you become trapped by the falling rocks. Further up the passage you notice that flooding has occurred. Time to use the water-walking

boots. At the end of the tunnel you finally get the two other jewels seen from the other tunnel, making four jewels that you are carrying.

9. Stuck In the Cave

On the way back you find that a cave-in has occurred, blocking your exit. Opposite the bell is a block preventing a miner from moving; shoot out the top of this block to free him, then ring the bell to lure him into the other tunnel. Once on the other side of the wall go up and ring the bell in the northern end of the cave. Hearing the bell, the miner goes to the end of the corridor where he uses a bomb to blast through the rock which frees you. Once free, head back into the room of judgement.

10. The Room of Judgement

Here you are confronted with the doors of judgement. Every door except one will drop you straight into the pit! You recall from one of your untimely tumbles into the pit that you could not reach all the brackets. You decide to pursue the Doors of Judgement in the hope that they will lead you to another way in.

Remembering the chat you had with a grateful resident whom you liberated from the slime plague, you take one of your keys and try to drop it outside each of the doors leading to the pit. You find there is only one door whose doorstep will accept your key. Go through this door (the first door on the north-west edge of the room) pick up the chest west of you, which unlocks the secret door off to the south-east of the room, behind the wraiths.

Finally you have all you need to defeat the death-beast. There are three jewel brackets awaiting your jewels in the pit. You should have activated your mirror many turns ago; so go to it! Lurking in a side passage to the west you find an old and rather mouldy pair of boots. Rather than get your favourite hiking shoes wet, you slip them on. You leave barely a ripple as you race across the flooded chamber to the two jewel brackets, nimbly dodging the blasts of the beast. Boy, what a temper! If this is the kind of beast that goes to bed at night, he certainly got out on the wrong side this morning. Diving back into the tunnels you place the last jewel in its bracket. Reflecting blasts from the beast's staff onto the glowing jewel you watch as the once priceless jewel is reduced to a mound of smouldering shards. The other two jewels are quick to join the first, and it is not long before you confront the beast face to faceless. With the same satisfied grin that once won you the part of the Cheshire Cat in the town's production of "Alice in Wonderland", you hold up your mirror so that the beast can take one last look at itself...

You go to the north of the cavern and open the casket. You are surprised and disap-

pointed to find it empty, except for a page from the Earth Mage's journal:

"...my spies have discovered that the Wind Mage has scattered three jewels throughout the land but I do not know where they are hidden. My only hope is that the Oracle may be able to tell me. It will be hard to reach him however as only the Spider Cult have the magic portals needed to reach his distant isle. I leave now for the stone circle that is their home."

It looks like you will have to go and talk to the Oracle, via the Stone Circle... "but how does the portal work" is the first question to be answered.

PART IV THE WATER MAGE'S FORTRESS

You arrive back at your lodgings to rest up and scrape the adventure's mud from your boots. As you change your sweaty underclothes for something cleaner you recall the words from the journal of the Earth Mage, and decide to head for the stone circle to find the mysterious spider cult and their mystic portals that will lead to the Oracle's isle.

1. Help from the Oracle

Before heading out the west gate, pay a visit to Fastbucks and stock up on your favourite goodies. Make sure you have a pair of wall-walking boots (you never know when they may come in handy).

After a quick look at your map you decide to leave for the stone circle. Go out the west gate and take the road north. Hop off the road at the first left, and cross the bridge into the stone circle. In the middle of the circle is a pit. Check your weapons, say a prayer, and jump down.

Hmmmmmm... Left or right? Well, left is as good as any.

Head left and stop just before the bell. Behind the bell lie two chests. If the Earth Mage's journal is anything to go by the chests contain the magic portals, but to use them you must pay tribute. The book to the north says to go and see the spider queen. Well, anything's better than being chomped on by these spiders. Run away to the east.

Go north through double doors, and then west through a single door. A row of doors leads into a room with everything nasty, so don't go in here. One final single door will lead you west into a chamber with several "cult members" and a vortex surrounded by a number of items. These items are stopping the spiders from materializing, and only the book may be taken without disturbing them. Read the book.

Remember the wall-walking boots you took on impulse? What, you didn't take the boots? Well you'll have to go back to town and get them. With a sigh you begin your search for the way out, which eventually takes you into the room with more curses than a bad tempered hunchback. Avoid all the objects and pull the lever in the north-east corner. Heading back to the west, you find the vortex has vanished, revealing a passage into the Treasure of the Eternal Flame. "Treasure of the Eternal Slimes, more like it", you say to yourself as you wade your way through several deserts worth of jelly. Following the dusty passages you finally surface at the Pillars of Bronze and make your way south-east back to the town.

Back to what to do with those boots... Find a clear spot on the ground and drop the boots of wall-walking. Tribute has been paid, and like all good er... bad cult members you are free to use the magic portals. Go back the way you came (east, south, west) until you reach the chamber with the magic portals. The bell blocking the chests has been removed, so go and investigate further...

You find yourself on the world of the Oracle. Head north along the beach, avoiding any encounters with the spiders. They are nasty and your cross-bow bolts bounce harmlessly from their toughened bodies. Time to introduce them to the super-shot. Hack your way eastwards through the jungle to the ancient stone temple, and climb the stairs.

Inside you find a man meditating. He ignores all your provocations. Avoid his pet slimes as they drain your all important relics. Try to climb the stairs. There's always a catch isn't there? At least he's had the decency to provide the arrows to kill the spiders with. After cursing the disciple (optional), descend the stairs and exterminate the spiders.

You decide to take the commando approach, carving a path through the jungle, and approaching the spiders under camouflage and cleverly out of reach. Remember that each supershot arrow only gives you five shots, so try not to use them on the foliage, won't you.

When you have finished making the jungle into the kind of neighbourhood you would want for bringing up a young Oracle, ascend the temple stairs once more. Take the key that is beside the disciple, read his story and go up the stairs.

Take careful note of what the oracle tells you (oracle's do not like to repeat themselves). "There are two rings at the top of a windy tower... Three shining jewels are hidden in a distant land. One by an oasis, one guarded by a grove of ancient trees, and one in the ruins of a civilization lost beneath the desert sands." Hmmmm... I'd check my map if I were you. Enter the room, wander around, read his words of wisdom and take note of his words of advice. "I see a headland with a

secret cave that is used by a pirate." What in Dragara's name could that mean? Take the jewel and remember "...it is one of the seven you will need." Don't shoot the disciples or they will get annoyed and throw fireballs at you. Ascend to the next level to return to your own world.

Go south and up the stairs and find the magical casket that will return you to your own world....

Your head throbs. Whether its from the crash-landing or all this stuff about jewels and rings, you're not quite sure. And if that's not enough, a trap-door has opened up in the floor of your own lodgings! Naturally you investigate...

Follow the secret passage...

So the pirate has a secret entrance to the Wind Mage's tower. That could prove to be useful, seeing as you happen to know of a couple of mage rings that are stashed up there... You can try to kill Sirus but it won't do you any good. Take as many of his things as you can carry and sneak away to the east.

Well, well, well, back in the Thieves' Guild. Better make the most of it and buy some clues. "The pirate's name is" and "There is a tunnel from the river's source to the" Interesting, but not terribly useful... yet...

2. The Three Jewels

Now what to do? Well, you're after the mage rings so you can get under the mountain and help the King. Unfortunately the mage rings are currently sitting safe and sound in the tower of the evil Wind Mage. The Wind mage has a nasty beast that you are going to need seven jewels to kill, so you'd better get those first. Now where did the Oracle say they were? Look at your map, and find the Whispering Grove.

(1). The Whispering Grove

Fill your backpack with your favourites from Fastbuck's shop (boy is he making a packet on you!), and head out of town, passing through the west gate. Head north along the road, taking the exit to the stone circle. Travel north past the stone circle, following the path that leads to the bronze tower. When you are right next to the bronze tower, head west and you will find yourself in the Whispering Grove, a circular ring of ancient trees.

Enter the grove by shooting out the bushes (be careful not to hit the trees!). Take the book and the water-walking. "Go west, upstream. Release the flame, get the jewel."

Journey west, past the pool till you reach a stream. Activate your boots of water-walking and go upstream until you reach a vortex and some hunchback guards. Destroy the vortex and the guards and go west. Kill all the guards - death spells, supershots, bombs, brute force; you know the routine. Read the two books. Here you must look up the Oracle's Cypher with "THE FLAME'S

HIDDEN DOOR" followed by "THE FLAME'S ANCIENT DOOR" these two words give the location of a secret cave. Swim downstream and go east back to the pool. Follow the directions of the cypher into the darkness. You find yourself in an underground cave. Proceed north, through the one-way door, and attempt to ring the bell, noting that the clapper is missing. Collect the relics (you need all the help you can get).

Go west to where the watchers are guarding the jewel. There is no way past. The watchers are immune to all attacks, as are the vortexes, and the watchers are "Patient until time ends..." which could be a long time if you can't find the clapper to the bell of time stop. Don't give up, continue upstairs.

Read the book, go back to the pool. A tree behind the pool blocks the entrance to another cave. Destroy the tree and enter the cave.

Kill the slimes in the cave and search the chests. In one chest you will find the bell clapper. A passage to the east will lead you back to the bell. Ring the bell and while time is stopped, rush in past the watchers and grab the jewel. One down, four to go... or was it five?

(ii). The Oasis

Next on the hit list is the jewel by the oasis. Check the map under 'O'. Vanishing Oasis... don't really like the sound of that.

Go west past the Whispering Grove to the bronze tower. To the south of the Bronze Tower is a bridge operated by two levers. Cross here and head to the north-east corner. Go north into the West Fields of Fire, then east across the Fields of Fire and East Fields of Fire into the Vanishing Oasis.

Avoid the lower reaches of the vanishing oasis area, as these are inhabited by desert whirlwinds that will happily rid you of any gold you may have (as well as blowing away a few health points). The oasis itself is further north. By approaching it you find that it is aptly named. Go to the east side of the oasis. When it reappears you will see a jewel and a book. Approaching from any direction other than from directly above the jewel will cause the oasis to vanish. Go to the top of the level and approach straight down to the jewel, shooting through any bushes that may be in your way.

Now, to find the jewel in the ruins.

(iii). The Desert Ruins

Trek north and you will reach the blistered sands. The blistered sands go on for ever, and so should you. After many a mirage has been and gone, you should eventually stumble upon a book. "Sandshifter has left the location of the tombs to the desert winds." Searching further should reveal the instructions to get to the tombs. Find the boulder, and position yourself on the north side. Walk north until you get to the green cactus, turn to your west and continue until you see some food. Take note of where it is,

walk up to where it was and pick up the book from above. Walk directly south and you will come across the entrance to the tombs. If you do not, it may be because you have strayed slightly from your path. Return to the boulder and try again.

Welcome to the labyrinth! Go west. Take the first north, then immediately west. Shoot any whirlwinds that dare to pester you. When a secret passage opens up behind you, double back up this passage through the illusionary walls, and back to the start. You will find that a chamber at the beginning is now accessible. Note that Sandshifter is the son of Dustblower. Go back to the west. Note the jewel close by. Open the door, enter the tomb and kill the whirlwinds. The chest contains the body of Sandshifter's father. Unfortunately he has turned into a wraith and attacks you when you open it. Lure him out into the open (stand in the top right of the chamber) and shoot him. While he is immobile (regenerating) get past him and go down the passage behind the chest (more illusionary walls) and you will be able to get to the jewel. Go west until you reach a large chamber. West through illusionary walls lies a lever that gives you access to the two side treasure chambers. Take all but the last object on either side and go up the stairs.

Enter the crypt of the ancients. A passage opens up, leading to the keys to the tombs. If you know the name of the keeper of the tombs you will be able to use the levers to access the tombs and take from a selection of goodies. The tombs guarded by the boulders are the trickiest. You must find a bell of attack to lure them to the side before you enter. The central hall has a room filled with keys. Leave this for now and go upstairs.

Go to the south end of the bronze tower, killing anything that gets in your way. Note that there is a small room that you cannot get into. Return to the northern stairs and go up to the next level.

Kill the slimes, a time stop bell to the east may be helpful. You cannot get into the map room because you are not a map-master. Go around the balcony until you can see a ring below you. Take a deep breath and jump off... Well fancy that, an access ring to the map room. But do you have any free pockets? Can you use anything to free one up? Or do you have to get out, drop some stuff and try again? Head back for the stairs, reading the note to replace the key on the way. Now, masquerading as a Map Master, you can enter the map room. Do not pick up the slow death to the north-west. Note the orb to the east. Taking the key will give you access to the orb. Hop in, shoot the orb, and position yourself so that you can see the different maps. There are three maps in all. Where you stand relative to the orb determines which map will be shown. When you have recorded all three maps, replace the key and leave. Head down to the lowest level (below the room with all the keys).

You find yourself in a dark and dingy vault. In the centre are lots of goodies and all around are vortexes. Don't open any doors, and go and pick up the open-all-doors spell. Go back upstairs, use the spell and collect the keys. Now open the doors to the goodies and leave the nasties closed. From your map that you took from the map room, the wall jutting out in the middle of the vault is the start of a secret passage. Open the door above this section of wall, kill the vortex and enter the passage. Follow it down and reap the rewards. The other map shows another passage whose entrance is behind the south-west most vortex. Kill it and follow the passage. Pull the lever to open the adjoining passage that leads back up to the surface.

Now for the Wind Mage...

Feel free to try a frontal assault on the Wind Mage's tower. You will find you cannot get in, no matter how much health you are willing to lose. Time to check your clues... The one about the pirate at Buccaneers' Point having a back way into the Wind Mage's tower sounds pretty good.

Fastbuck's shop is open 24 hours a day, 8 days a week, so why not cash in some of that hard-earned... er... stolen loot for something more useful.

3. The Pirate's Cave

Head out the east gate and along the avenue to the end. Kill the hunchbacks (a death spell works as well as any) and head to the south-east corner of the level. Avoid shooting the boulders... they're quite harmless unless provoked. Read the book in the south-east corner. The splashing pool above you is the base of a waterfall. Stand at the empty space near the base. A clue will tell you that the pirate's cave lies near an island off Buccaneers' Point.

Journey south across the lakes to Buccaneers' Point. Head for the northeast part of the level. Here you will find a pair of boots of water-walking. Head back to the edge of the sea, and use the boots of water-walking. Follow the headland around until you get to a small island. Ring the ships bell and head east across the sea to a tiny beach. A lever there will bestow water-walking ability (the pirate uses it when he leaves the cave). To get into the pirate's cave you must speak his name. From the clue you bought at the Thieves' Guild you know his name is Enter the cave, and loot it.

Feel your way around the dark cave, dispatching the bats with some carefully aimed cross-bow bolts, and get the magic wand and the treasure. Do not take the boots or you'll make a fine feast for the bats. Follow the twisting passages around until you reach a fork. South will take you to some treasure, then north.

You are now deep in the pirate's cave. Up ahead is an intersection of four tunnels. You can faintly hear the deathly lullaby of sirens... Go up to the crossroads and take the

west tunnel. This is the back door to the Wind Mage's Tower. Pull the lever to move the stone slab that blocks the entrance... Oh dear, you need to find out from Saltbreath how to use the lever to get in. Still, he must be around here somewhere... Head back the way you came until you get back to the crossroads, and continue heading east. The food here has been poisoned for uninvited guests (such as you). Go down the stairs.

Welcome to the home of Saltbreath! Unfortunately he appears to have been captured by the Water Mage, how thoughtless of him. Now you'll have to break into the Water Mage's Underwater Fortress just to interrogate a lousy pirate. Adventuring just wasn't meant to be easy. Still, while you're here you may as well take a look around. The room to the west is his arms store. Go east and then north to get some keys, then along the west passage to a room full of hunchbacks. Death spells, bombs, or supershots; you know the routine. Through the double doors, gobble up the banquets. Where did that boy who told you about Saltbreath get to? Go west young man. Pull the lever, take the boots, and go back to the fireplace. Well what do you know! A secret passage. Use the wall-walking boots to get into the room, but make sure you take the gold before the magic runs out of your boots.

Go out of the pirate's cave and back to the crossroads. Explore north if you want. This will lead to a dead end where you can see an underground river on the other side of a rock wall.

Head back out of the pirate's cave, going south from the crossroads, back through the passages and up the stairs. Use the lever of water-walking to get back across the sea to dry land. You know you must call on the Water Mage so you can find the pirate that is locked in his dungeons. You can try going in by the front door (water walk west from 'Buccaneers' Point until you find the whirlpool), but you won't be able to get very far.

4. Under the Molten Hills

If you need any goodies go back to town. You will need a pair of water-walking boots for your assault on the Water Mage's fortress. The Thieves' Guild clue told of a tunnel that went from the River's source. That would seem to be the only way in. Head out the east gate and hop on the road. Take the road past the turn off to the Fire Kings palace until the road crosses the river. Leave the road and follow the river upstream on the east bank. Keep to the east bank until you reach the west side of the fields of fire. Follow the east bank and you will find that the river emerges from an opening in the rocks, and you can no longer follow along the bank. Use your boots of water-walking, and head up the river.

You are now under the molten hills. You find that the river issues from many cracks in the rock wall, and you cannot go any further in that direction. Go south from here and you

will find an area inhabited by nasty black snakes. Wipe them out. When you have finished, read the book. The tunnel you seek is beside an underground river. Go into the back of the cave and take the Belt and the gold. Go to the edge of the river. From here you will be able to see a whirlpool to the east that swirls down into the underground river. Jump in.

5. The Underground River

You find yourself treading water in an underground river. There are four different currents flowing from the pool. If your boots of water-walking have run out, do this next bit carefully. Move to the south part of the pool (without being caught in the current) and go west. When you get snagged on the single rock, head south. When a bank appears, get out of the water to the east, shooting the bats and mushroom. Take the boots of speed, and read the book. The weir is about to flood. Use the boots of speed, take a run-up and rush across the weir. If you do not get across fast enough, you will be trapped behind the bridge in the swirling waters.

Swim down the river until you get to a cave on the north bank. Go and get the clue. Head for the south bank. Read Sirus' notes. Go along the tunnel, shoot the hunchbacks, get the treasure, and pull the lever to make the bridge appear. Hit the bell of fear to keep the hunchback from blowing up the bridge, and cross. Follow the tunnel through the cave of mushrooms. Try not to disturb them. Use death spells or supershots if necessary. Boots of paralysis are there for the unwary. Pull the lever and continue downstream.

Stop off at a lever on the east bank to renew your water-walking. Cross to the opposite side and investigate the cave. When you have finished, cross to the other side, get some more water-walking, and continue on to the fork in the river. Take the east fork. You recognize an opening to the east as being the one that you were standing in when you were exploring the pirate's cave area. Remember you heard water thundering behind a rock wall? Follow the river down until it opens out. Do not pull the lever (Sirus warned that some were faulty). Go over the waterfall.

6. The Subterranean Ocean

If ever there was a "Do not disturb" sign stapled to a mushroom, this is it. Carefully go to the south-west and get a clue. Cross to the east, and walk along the edge of the underground sea. Near the south-east corner is a way into the forest of mushrooms without waking them. Look for four mushrooms in a row, and shoot your way through the bushes between the middle two. Continue to shoot your way between the mushrooms, until you find a white mushroom. Use a super-shot to get rid of it. Search the cave and read the books. It seems that the mushrooms are the hallucinatory variety...

Go back to the south-east corner and off to the south.

You awake in the cave where you had your dream. What could it all mean? A single door on a barren isle...? Brak, master of dreams...? Hmmmmmm... There is a book in a recess in the rock. Read it and eat the magic mushrooms. Cross the imaginary bridge to the barren isle. Take the open-all-doors spell. Go through the single door and down the pit.

Go north. Do not open any doors yet. There appears to be an opening to the north-west. Open the door to your west and get out. The next clue is a doozy. "In dreams, things that seem clear often prove to be misleading." Heading down the corridor to the south you pass by objects to the west. The first three you can clearly make out. They are misleading; do not go down these corridors. The last one you can hardly tell what it is. This is the corridor to take! Follow the path (don't open any doors) to the end. Go west through the one-way door. Now you can use that open-all-door spell. Grab at all the objects until you can pick up a "real" one. This is the gateway back to reality. Push off the level directly behind the object you have removed.

7. The Entrance to the Fortress

Back on solid ground, what a relief. In front of you are the walls of the Fortress of the Water Mage. Now it's just a matter of getting in... After checking out the walls thoroughly, you find a weak spot. You are able to destroy a section of wall just above the lever. Opening the door will release the slimes, so make sure they're looking down the barrel of a super-shot. Now read the notice. "Get the guard to open the door". Checking around this area reveals no guard in sight. The guard is to be found by going out of the fortress and over to the west-most end. A bell of enrage will wake him up. The easiest way of getting him over to open the door is by striking a bell of fear that you passed on your way, and coming back to scare him down the corridor. When he disappears, go back inside the fortress. Ring the bell of summoning, and go looking for him. Lure him over to the doors, shooting out any slimes that get in the way, being careful not to shoot the guard. By moving around, and using the summoning and confusion bells, get the guard to shoot out the destructible walls that block the other side of the one-way doors. Simple, really! Go in, through the door and take note of Warden Evet's order. Check out the store room before going through the one-way door.

Kill the guards and recall that Warden Evet is a man of authority. Go east. This is the residential quarter where many of the Water Mage's followers live. Each room has a bed, a pair of boots, and some food. The boots are all paralysis... well almost all. One pair is wall-walking which you will need to get. Go

be blown away, and head down the stairs when the air settles. Follow the lower mountain paths as they twist their way through the Needles of Stone. Some more narrow stairs lead down to a carpet of leafy tree-tops; the home of the Tree Dwellers. To your annoyance you find that the Tree Dwellers will not let you in unless you are returning one of their sacred "Gilt Leaves". "I wonder what they're guilty of", you think to yourself as you head back to look for them.

You trudge back up to the Needles of Stone, and continue east along the rough path. The sudden appearance and disappearance of the magical bridges makes your stomach do somersaults. You are about to take one of Fastback's no-more-queezies when a mysterious golden glow catches your eye. A number of black wraiths try to stop you entering the cave, but to no avail. Cautiously you descend the steps cut into the cave floor. The glow is coming from a chest in the far corner. The lid opens, revealing a small golden leaf suspended in an amber sphere..

Clasping the sphere tightly to your chest you follow the paths back northwards to the stair that leads down to the city of the Tree Dwellers. The spidery sentries challenge you as you approach, but fall back as you reveal the amber sphere and its shining gold leaf. Somehow you don't think it'll be so easy next time.

You set out east across the trees, gingerly crossing the magical bridges that lead from tree to tree. Following your jungle training on the Oracle's isle, you eliminate the eight-legged opposition with cool precision. Remembering what an evil bunch the spider cult were, you decide not to pick anything up without a very good reason.

With the last of the Tree Dwellers lying on his back with his legs in the air, you decide to head north to the temple of the Tree Dwellers. Did I say last?... Exploring to the east you find a small shrine nestled in the trunk of one of the huge trees. You place the chest containing the gilt leaf in a recess in the trunk, and reach for the jewel... Well, it was worth a try, but I guess one out of two is not good enough. Frustrated you head back in search of the second gilt leaf.

While still in the boughs of the tree temple you find a wooden stair to the north, leading down to the forest floor. Traveling south under the canopy of the great trees, you come upon an old shack. Through the keyhole of the door you can make out a chest, shimmering with the aura of something magical. You search the shack but find no way in. The roof seems brittle but you cannot get a foot hold on the walls to climb up. You decide to head back to the Tree City to try to find something that may help you get into the shack. A tight squeeze through one of the larger branches takes you back to the tree city. You notice some smaller trees to the north-west that have yet to be introduced to your defoliation campaign, and decide to pay them a visit. As you prune your

way happily northward, you catch a glimpse of a log cabin on the forest floor. A closer look shows it to be the very one that thwarted your thievery; the one with the brittle roof. After a moment's hesitation, you hesitate. It does look a long way down... "Ah, what the heck", you reason, and jump off...

Sure enough, inside the chest is the second gilt leaf. As your hands close around the delicate globe, you feel magic stirring inside and turn to find the wooden block gone from the entrance. Quickly you hurry back to the tree temple to return the gilt leaf and collect your prize.

4. Ascending the Wind Mage's Tower

The seventh jewel lies somewhere in the Wind Mage's tower, so without further delay you leave the Tree Dwellers and follow the mountain paths back up to the garden courtyard.

Once in the courtyard you head to the north west corner. You cross the room, taking care not to slip on the floor and slide into an armed bomb. Using the boots of wall-walking you leave the room the easy way and enter the chambers to the south. After a few elf cakes "to go", you cleverly avoid encountering a room full of nasties by jumping the wall and heading up the stairs.

You head north to the front of the class, hoping for a quick refresher course on the three s's... slaying, slaughtering and stealing. Instead you find a lever, which of course you pull. Do not disturb the class by walking out the front and writing on the board. Leaving the classroom you pass a pool of bubbling water, and come to a lone bell, sitting on the floor. Beyond the bell are some doors, and beyond the doors are some more of the Wind Mage's apprentices. Apparently they have been studying the art of invulnerability, and this is their graduating class. Try as you might, you just can't seem to harm them. In a moment of pure inspiration, you decide to ring the bell of attack and lure the boulders from the south-east to kill the apprentices for you... which of course they do, allowing you passage to the old man and the mirror.

You find yourself at the top of a stair-well in a small room. A fire burns in a hearth in one corner, and hunchbacks patrol just outside. Make your way west, and then back east down a long corridor. There are many rooms off to the sides that are filled to the brim with hunchbacks. To the south, you enter a room where an old man sits on a chair. The man speaks to you in husky tones, "Use the Oracle's Cypher to get to the Mage's Mirror." You press him for more information but he remains silent. In a room nearby you find a bell. Striking it sends a magical note reverberating through the air. Time stands still as you wander around slaughtering the hapless hunchbacks. Down one corridor you find a book. Mystic runes form, demanding

the name of the Wind Mage's Personal Mirror. Look this up in the Oracle's Cypher (the cardboard wheel included with your game), and type it in. The block in front of you vanishes, and you find yourself in a room with one mirror and 1,000 hunchbacks. Kill the hunchbacks. Not just one or two, but all of them. Then pick up the mirror. See the nasty traps the Wind Mage is capable of laying for the unwary? Warily you trudge back to the old man for some advice. He asks you what it is you seek, and naturally you tell him of the Rings of the mages. As well you might have guessed, they lie in the Wind Mage's Tower. Stairs to the south-west lead up to the Wind Tunnel.

You come up into a room with wind rushing through it at high speeds. Carefully hugging the west wall to avoid being swept away by the gale, you discover a crystal orb through a crack in the wall. Frustrated that you cannot reach it, you let fly with a cross-bow bolt. The orb smashes, instantaneously releasing a cloud of vapour that shapes itself to form a "you are here" map that seems to show a path through the wind tunnel. Your optimistic side tells you that you have found the way out. Your pessimistic side finds you reaching for the "save game"... Take a careful note of the path to travel, and when you find the right spot, plunge in. When you have negotiated the tunnel, continue on upstairs.

A dull, shadowy light greets you at the top of the stairs. You are just beneath the Wind Mage's Workroom, and boy is it giving you the creeps. You step out, only to encounter one of the Wind Mage's nastier creations: sickly yellow spiders of the "totally-invulnerable-to-absolutely-everything" variety. You can run, but you cannot hide. Still, with boots of speed who needs to hide? Try rushing around and using the bells of summoning to keep them occupied. Panting, you find a lever in the north-west, and pause just long enough to catch your breath and give it a good tug. The block at the base of the steps to the south-east vaporizes, and you're up them like a rat from the town sewers.

5. The Wind Mage's Workroom

As you near the door at the top of the stairs a sound like a bolt of lightning frazzling a large granite slab makes you jump. You check your pack for the six jewels, knowing that the seventh lies somewhere on the wrong side of the door. You burst into the room, whipping out your mirror, your prime objective: to avoid the beast and defend yourself with the mirror while you find a way into the Wind Mage's Vault where the seventh jewel lies. A red glow hangs over the room. Seven iron brackets are arranged in a circular formation in the room. Sounds of a beast with a bad attitude are getting closer... Running west you find a room filled with caskets that you cannot enter while the Guardian Beast still lives. Pulling a lever a

little further on discloses some sort of combination which you memorize whilst deflecting fiery blasts amongst showers of sparks. Still further around to the south and east you come upon some food, a health scroll and some weapons. The way into the vault is barred by a block, but you have discovered that some walls are no more than illusions. Heading back to the north you discover that a part of one of the passages is an illusion, and racing through you find yourself tumbling down a set of stairs.

Preparing to descend to a lower level, you discover that the stair has been enchanted with strange runes that prevent you from passing. Beware the yellow spiders. Invisibility or change-self never looked so good, but failing that you're in for a tough game of hide and seek. Head toward the south and collect the keys. Dodging your way between the stone pillars that support the roof you make your way north, and in a chest you find a spell of opening that will let you descend to the treasure room.

You feel your way down a very badly lit corridor into a seething pool of blue slimes. Adventuring has made you impatient, and you turn to your scrolls of death and toss in a bomb or two to save you some time. Sensing that treasure is nearby, you head to the south. "Hey, this is more like it", you smile to yourself as you look out upon rows and rows of chests beckoning you from the shadows. Your smile turns to a broad grin as you enter a room filled with magical relics. Satisfied that the Wind Mage has adequately compensated you for all the trouble he has caused, you head north and find the entrance to his vaults. Enter the combination that the lever in the Wind Mage's Workroom revealed to you and enter.

6. The Black Room

The darkness deepens until you can no longer see your hand in front of your face. It is a magical darkness that can only be combated with magic. Once again you turn your pack inside out looking for something that might aid you. A find trap spell, a death spell or some boots of wall-walking. If you have none of these prepare to go blind. Feel your way around, using find trap or death spells to light the way. The easiest path through is with wall-walking. You are in there for what seems like hours. Every now and then something sticky grabs you by the leg, and you shoot in its general direction until it releases its grip. If you do not have wall-walking, head roughly west, south, east to get to the jewel. Some find trap spells in the treasure room above may help you here. Eventually you find the jewel, add it to your collection and head back to take on the beast.

7. Confronting the Beast

Before you enter the workroom for the final time, you slip on your boots of speed and get your jewels ready to be set into the brackets.

You rush up the stairs and into the workroom, heading east for the brackets. With a bit of cunning and dexterity you manage to set the jewels in place with minimal damage, using the mirror to fend off the deadly missiles, and getting the jewels themselves to absorb some of the energy by letting them come between you and the beast. Ducking and weaving between the pulsating jewels you defend yourself with your magic mirror, reflecting the blasts back onto the jewels. Blinded by his rage, the beast unleashes the energy of his staff again and again, only to have you dive behind a jewel at the last moment and the jewel explode in a thousand tiny splinters. Eventually all the jewels lie in broken shards on the floor, and you turn the fury of the beast upon himself. The room is ablaze as the magic arcs back from your mirror, striking the beast until with a wail he withers and collapses in a mound of ash. You pause to catch your breath and let your heart stop pounding before heading east and opening the caskets... At last! The Mage Rings are yours.

After a fairly uneventful trek back to town, during which you spent most of your time singing your favourite adventuring songs with verses like: "I'm an adventurer and I'm O.K., I sleep all night and I hack all day...", you arrive back in your lodgings. Sitting on your low bunk, you turn the Mage rings over in your hands. The light from the balcony plays upon the golden bands, and you can feel the powerful magic woven deep within. This magic alone is strong enough to move the great bronze doors that hold the key to the mountain's heart. Now, with Dragara's blessing, you can enter beneath the mountain to aid the King. If only it's not too late...

PART VI UNDER THE MOUNTAIN

Your last adventure has proved to be quite financially worth while, and you visit Fastbucks to invest in your favourite commodities. As you wheel your over-laden shopping trolley towards the check-out, you get a nagging feeling that this is going to be your final spending spree... one way or another.

1. Going under the Mountain

Leave town and take the road to the Fire King's palace. Go north through the forest maze (you remember from your last visit that the way through is somewhere to the west), and then through the fields of fire. You come to the gates of the Fire King's palace and are stopped by his guards. "Esgadom", you boom, and the stone gates slowly part. Gingerly you approach the great bronze doors. The last time you were here was to

enter the palace, now you are about to pass where none but the great Mages have been. Pull the lever and enter the sacred mountain.

The great doors close behind you with an ominous clang, just as the ghostly visage of the Fire King appears before you. Thank Dragara he's still alive! As you approach, he vanishes in a puff of magic, leaving you standing in an eerie corridor that seems to be suspended in nothingness. Suddenly you are attacked by lightning, undoubtedly another of the Wind Mage's fiendish dabbings. The Wind Mage has placed paralysis traps all over the corridors. Take the corridor to the east and be wary of the traps. If you have Find Trap spells, put them to good use. The lightning will not walk on the traps, so if you look closely you may be able to tell where the traps have been set. Death spells are good value as always. Plunge down the pit into the darkness.

2. The Invisible Salamanders

You get to your feet and find yourself in another room "hanging" in space. A strange creature resembling a salamander, and blending almost invisibly into the red glow, tries to remove one of your arms, but a well-placed cross-bow bolt or two soon see an end to him. Read the two clues carefully. Behind the door is an invisible vortex. When you destroy it, the flash of discharging magic will reveal vortexes lurking down two of the passages. Take the empty passage to the north. You ponder the words "When the last of the invisible vanishes...", and decide that it must be referring to the vortexes from which the salamanders emerge. Destroying the vortexes must be the key to escape the level. Have a quick banquet, grab some heroism and jump in. Hug the east wall to start with, and shoot like crazy. When a vortex vaporizes, try to pinpoint any others. You shoot your way north and come upon two levers. One makes some floor appear, and one gives you the power to walk though walls. In the far corner you see a pit, but even with wall-walking and the extra floor space, you can't make it there. Somehow you've got to make that extra tile appear. That's it! "When the last of the invisible vanishes." With a new resolve and an ear shattering battle yell, you go about slaughtering the salamanders. Finally the tell-tale sound like a thousand tiny bells being rung breaks through the noise of battle as the last of the vortexes disappear and the spell is broken. Go back to the north-east corner and pull the levers. Be very careful going down the pit. Wall-walking can be a dangerous thing.

3. The Geometric Bugs

I'm going to be quite frank about this next level. It's a real pain. Think of the last time you were in lying in agony in a hospital bed. Well this is worse. You can quite easily simulate this level by getting something

hard and flat and hitting your head against it several times. Unfortunately this does not help you to get to the next part of the adventure, so you'll just have to persevere... That's life.

The idea here is to shoot the vortexes without disturbing the prism-like things. It's an exercise in patience and frustration. Use your supershots carefully when things DO get in the way and there's nowhere to go. Death spells also work wonders (but only on the vortexes). In the centre of the room is a bell of attack. To the north are a whole bunch of nasty lightnings that are immune to your attacks. Clear out almost all of the prisms (without waking them). Save at least one death spell, so that when all the lightnings have been destroyed by the prisms, you can blow up the prism's vortexes. Force your way through the one-way doors, kill the last of the prisms. Slide down the chute very much relieved. Congratulations!

The chute opens up in a room that appears to be a junction of some kind. At each compass point is the entrance to one of the mage's workrooms. The Fire King is to the north, Earth Mage to the west, Water Mage to the south, and to the east, the Wind Mage. The doors to the mountain's core may only be used by the King, and you find you cannot enter. Similarly, you find the Wind Mage's workroom barred against you. The rings of the Earth Mage and Water Mage will let you into their workrooms. Head west into the Earth Mage's room.

4. The Earth Mage's Workroom

Realizing that the Earth Mage was loyal to the Fire King, you head south through the red mushrooms, since red is the colour of fire. You "STOP THE WIND" and enter the Earth Mage's work area. Here you find two shining red jewels, a health spell, and a special spell of disguise that will let you enter the Wind Mage's workroom. You leave through the north passages as quickly as possible to avoid damage from the walling mushrooms.

5. The Water Mage's Workroom

You decide that you should investigate the Water Mage's quarters next, perhaps in the hope that you will find some magic that can be used against the Wind Mage. The reception committee are some slimes, you super-shot the green ones before they can do any damage. To the east you find a room littered with magic items. Choosing carefully you stock up on one or two useful ones. In a room to the south you discover two pairs of water-walking boots, which you pocket. The sound of rushing water from the west catches your attention, and cautiously you investigate. A swift current flows south, and never being one to turn down a quick dip, you wade in. Soon the current takes you and you are

whisked away to the south. Keeping to the east bank, you manage to haul yourself out and avoid being dragged under by the whirlpool. In the next room you find in a case a bright red jewel and a mirror, the likes of which has saved you from many a death-beast. You open the door to the case, but find they are locked in place, and try as you might you are unable to remove them. Hidden under a rock on a small isle nearby you find the key, and return using your boots of water-walking to collect the precious items and leave for the Wind Mage's domain.

6. The Wind Mage's Workroom

Back in the junction room you stop for some gruel, and then, boldly posing as the Wind Mage, you enter his workroom. As you come through a wide passage you hear the dreaded sound of a death-beast lurching on a helpless Hunchback, you quite correctly guess what lies ahead...

The passage opens up into a maze of corridors, not the kind of turf you would prefer to face a death-beast on. Use your mirror and get your jewel ready to whip out and onto a jewel bracket, but I guess you know that by now. Boots of speed help to keep you one step ahead of the big guy with the cloak. Unfortunately, the beast controls the door to the Wind Mage's workroom, and only by killing him will the spells that hold the door be broken. Head north and around to the far side of the room, and open a door that leads back into the maze. Turn immediately to the north and again follow this passage around until you get to the jewel bracket, being careful not to be shot in the back. Dropping the jewel in the bracket is one thing.

Trying to manoeuvre in the confined passages of the maze to reflect the blasts onto the jewel and then onto the beast can be quite a different matter. When at last the beast lies in a smoking heap on the floor, you find the path to the east is open, and without further delay you enter the Wind Mage's workroom.

You come to the conclusion that to have any hope of aiding the King, you must at least find the three magic items hidden in the work area. Clearing away some loose rock, you find a passage leading to the south-west and into a room filled with what-ever-they-ares. After ploughing your way through the bugs you are rewarded with a shining jewel, taking the tally to three.

You turn now to the room to the south-east. It seems harmless enough, but as always, appearances are deceptive. The floor is very slippery and the pits for you to slip in lead to oblivion. Scramble around the room and pick up the mirror. Boots of speed may help you get out of a tight spot or into a tighter one.

You pause just long enough to catch your breath before heading down the passage to the north-east. You come across a one-way

door turnstile and pass through, pulling the lever in the top corner to remove a granite slab from a passage in the entry room. At the end of the passage leading from the turnstile you come across another jewel and pocket it without further ado. Passing once more through the turnstile you arrive back at the entry and head north into the passage that the Wind Mage made to break into the heart of the mountain.

7. The Corridors of the Powerful

Some bats have made their homes in the secret tunnel of the Wind Mage. You show your appreciation by sending them a few places further up the endangered species list. The passage ends in the junction room, but on the other side of the doors to the mountain's heart. You follow the passage northwards until it opens out into a richly tiled marble room. Here the ghostly figure of the Fire King appears once more. He seems weaker and urges you to make haste through the corridors of the powerful, turning right (from your character's point of view) at intersections with squares, and left at those with crosses. You carefully search the room, and pull a lever you find to the west to open the path to the corridors. Taking the key to the hall, you find another lever to the east that removes the spider vortexes.

You plod on for what seems like days. The sound of your footsteps on the red marble floor echoes down the passages before fading back into the silence. You force yourself to concentrate lest you take a wrong turn and become lost. Just as you convince yourself that you are indeed lost, you glimpse a faint light coming from the end of the corridor. Following it to its source you come upon a marbled courtyard with a still pool at one end. Investigating further, you find a nest of fire-breathing salamanders to the north, but a quick battle soon finds you alone once more. A river of fire stretches north into the heart of the mountain, and you wisely decide to pay a visit to Hotfoot the Master Fire Walker to get some boots. You head back to the passage where you entered the room, and trusting that you will not get lost, you head due east through the Corridors of the Powerful, until you arrive at the residence of Hotfoot.

8. Hotfoot the Master Firewalker

Following the passage past pools of fire you spy a pair of fire-walking boots and a jewel through a crack in the wall. You investigate further, only to discover that the only way to the boots is past some very nasty looking salamanders that are immune to all your attacks. In the centre of the room you find a large iron bell, but striking the bell seems to have no effect. Turning to the north you find a room with some keys, and to the west a

room filled with armed bombs. Taking care not to set off any of the bombs, you tiptoe through the room and come upon the source of the Fire Kings famous yellow hunting slimes. They pick up your scent and are soon on your trail. Thinking quickly you lure the first few into the bombs in the next room, and then decide to use them to your advantage. Leading the slimes back through the bomb room, you ring the bell which sends the slimes into an attack frenzy, and no longer aware of your presence, they set upon the salamanders. When finally no more salamanders are left alive, you enter the room and collect your prizes.

With the fire-walking boots (and five jewels) nestled snugly in your backpack you head back to the west to the Fingers of Fire. When you arrive at the Fingers of Fire, you lace up your fire-walking boots and go in. The whole room glows from the heat and many extremely dangerous creatures lie waiting just beyond the trail of fire that you find yourself standing on. You follow the trail until finally you arrive at the exit to the north, just as your boots are beginning to smoulder.

9. The Heart of the Fiery Volcano

You find a scroll containing a spell that magically opens all doors, lying on the floor of a fiery chamber. In the corner is a lever. You try to pull the lever, but find it to be locked with magic and set about to find the wand that will overcome the spell. A little further on you come upon a series of cells that house salamanders jailed for crimes of terrible violence. You follow the corridor around to the east, and then north through a passage that leads to a fiery hall with some stairs in the centre. You find two levers here. One gives you the power to walk through walls, and the other is broken (the magical aura motivator has had its coupling severed). From your knowledge of magic, however, you guess that it was used to remove the blocks from the stair, and you hope that the first lever you found was designed to do the same job.

You head back south and continue down the corridor running east, coming upon a room with five rings of examination. Not quite knowing what to do with them, you leave them for now and go north until you come to a lever and a room with the wand you are after. The entrance to the room is barred by a door, a narrow wall, and a second door. You sit down to think about the problem of gaining access. It seems straight forward enough: use the open-all-doors spell to remove the doors and then wall-walk into the room. You begin the incantation to open the doors but stop abruptly. The spell will also open the cell doors that hold the invincible salamanders captive, and you still need to pass the cells to reach the lever.

For a good half hour you pace the corridors, pondering your dilemma, until finally the answer comes to you: There are five rings of

examination and five cell doors. Take the rings and place them in front of the doors so that the salamanders cannot get out, even when the doors are opened. Then use the open-all-doors spell, and wall-walking, and get the wand. With the wand clasped tightly to your chest, you return to the first lever, hoping that you have placed the rings carefully enough so that the salamanders cannot escape. With a sigh of relief you arrive at the lever, wave the wand and the lock on the lever vanishes. You pull the lever and head back north to the fire chamber. One of the blocks near the stair is gone, and using the wall-walking lever you are quickly across the fire and down the stairs.

10. Confronting the Wind Mage

The stairs take you to a rocky balcony where to your horror you observe the demise of the Fire King. The Wind Mage disappears with two jewels, leaving the beast for you. Do not panic. You do not have all the jewels (the wind mage took two), but you do have the magic mirror. Almost as a reflex action you whip out the mirror, deflecting the searing blasts of the towering death-beast as you head for the passage along the east wall that you saw the Wind Mage disappear down. Stopping only to pick up a bomb in the centre of the room, you dash down a small flight of stairs, leaving the hissings of the death-beast behind you (for the moment).

From somewhere down the tunnel you hear the Wind Mage chanting, and they certainly aren't camp-fire songs. You catch snippets of the lyrics: Invulnerability... mirror image... doom to all..., and find you have an irrepresible urge to save the game. You hear the Wind Mage directly to the east, and without delay prepare to confront him. The battle was long and bloody, the Wind Mage using his death-hum to sap away you health, and his mirror image to create other lesser servants in his own image to chip in with a few fire-balls. Not to be outdone, you throw everything you have at him, shots, supershots and death spells; all to no avail. As a last resort you place an armed bomb at his feet and withdraw in the hope that he will set it off, but he remains where he is. But all is not lost. The great God Dragara (for whom you have provided great entertainment these past few days) smiles upon you, sending down a great bronze bell that when struck so enrages the Wind Mage that in his eagerness to throttle you he forgets the bomb you set at his feet, and dismembers himself on it. Behind the remaining bits of the Wind Mage you find the jewels you were after, and stuffing them in your pockets with the other five, you return to pay your last *disrespects* to the death-beast.

The Wind Mage's last death-beast is mean and very nasty. Make the most of the fire-walking that you have when you enter the flaming chamber. There are five brackets placed around the cave walls, and two in the

centre. Boots of speed are almost essential if you want to have any chance of coming out on top. The rest is up to you. Remember the cardinal rule of death-beast combat; don't do it. But if you have to do it make sure that you never turn your back. A slight sting on the knuckles is nothing compared to 200 volts in the back. Place all the jewels in the brackets before you start reflecting the blasts onto them. If you're really good, you can try to "hide" behind them, so that the beast blasts them directly (and you avoid even knuckle burns).

At last the great shroud lies still upon the ground. With a sigh of great relief you go back to the large casket that you came across in the centre of the room. Just nearby you find the ashes of the Fire King (yes he really is dead). Now all that's left is to open the final casket...

FINIS

APPENDIX

A description of levels that you wouldn't normally visit, and aren't necessary for the successful completion of the adventure (but can be fun, or fatal).

1. Mount Deception/ The Hidden Relic Store

A complex puzzle, with great rewards. There is a hidden entrance to a cavern under Mount Deception, in this cavern are stored many relics, more than one adventurer could ever use. But to get hold of these relics you'll have to solve a puzzle. To reach the underground cavern go to the south-east side of the mountain, behind a chest is the invisible chute... Put on your wall walking boots and jump into the middle of the mountain! The rest is up to you, but I'll give you one last clue: once in the cavern you need nothing more than the objects provided.

2. The Forest of the Earth Mage

A wise oracle once said "He who strays into the Forest of the Earth Mage without an invitation shall get fed up very quickly and wander for days in a bored and frustrated manner." She was right. If you have not entered the forest by first going through the Bridge Keepers, this is exactly what will happen. There is no other way in. There is, in fact, only one way out as well. Go due east, and then some.

If you are trying to get into the Earth Mage's Halls (and haven't just wandered in there by mistake), follow the directions to the Bridge Keepers first.

3. The Forgotten Treasure

Drinking yourself to oblivion in a seedy bar one day, a small old man started talking with you. He told of a secret cache of treasure that he had collected and kept hidden, deep in the catacombs. "I am too old to face the dangers of the catacombs", he said, "but if you were to collect the treasure for me I would reward you greatly." But you were just reaching the stage of inebriation where the old matron behind the bar didn't look so old, and you felt quite young again; so left the old man to pursue an age old quest...

Walking through "Deep in the Catacombs" you recalled what the old man had said long ago, and wondered if the treasure still existed, or had the man convinced someone else to collect it for him... "If I had to hide a lot of treasure in the catacombs I'd need a big room, so there must be a hidden entrance somewhere", you reason.

4. The Base of the King's Turret

The magic eddies whisked you into this level before you realised what was happening. Dispatching the Fire Jaunts with a few well timed bombs you go back to the centre of the tower. In a room to the west you find that elite guards are well worth leaving alone... The Fire King must have something important up there to have so many elite guards protecting the entrance.

Exploring the tower you find a changing room to the south. "Hmmm", you muse, "if I had a uniform I could sneak past the guards without them knowing." In a small room to the east of the entrance there is a solitary guard. Feeling more equipped to cope with just one guard (compared to the squad next door); you open the door, taunt him with a few curses, then run and hide. When the guard is out of the way quickly enter to the room and grab the uniform you find. Going back to the changing room you step into the cubicle, and step out a few minutes later a perfectly respectable elite guard. Taking care not to expose your cross-bolt hidden under the uniform you step into the guarded entrance and cross the hall as quickly as the guards milling around let you. Jumping through the one-way-door you let out a sigh of relief, tear down the boards over the stairs and race upstairs.

Grab the goodies before shooting your way down the barricaded corridor. The lever at the end of the corridor bestows wall-walking upon you, so jump over the one-way door. As you leap over the door you notice to your dismay that the stairs going up disappeared. A lever in the north-east corner of the tower puts you back on course, and restores your faith in magic. Going up the

newly replaced stairs you find yourself blocked once again. A book appears telling you that the only way up is across from the People's Tower. "Damnation, now I'll have to go back down and try the other tower", you mutter venomously to no-one in particular. If you get stuck on the way down you might have to jump for it, over the balcony.

5. The Water Mage's Whirlpool

After finding out that Saltbreath the pirate (who you need to talk to find out how to use the back way into the Wind Mage's tower) has been captured by the Water Mage, you decide to break into the Water Mage's fortress to have a word with him.

The whirlpool is the most obvious way to approach the Water Mage's realm. It is also not a very successful one for reasons we shall discover.

Take some water-walking boots and splash your way out into the bay. Look for the eye of the whirlpool, being careful not to stray too far out into the sea. (The sea of No Return has not been named lightly). Swirling down through the turbulent water, you find yourself amongst the seaweed harvesters of the Water Mage. The gate in the centre is shut fast, and an algae stained note demands that you see the foreman for access.

Obediently you search for the foreman, finally discovering him in a small room down some stairs to the south east, sitting with his feet up on his desk and a large cigar between his teeth. "If ya want access, take these boots to Jack", he yells, slamming a pair of very smelly workers-water-walkers at your feet. Holding the boots in one hand and your nose with the other you head back upstairs in search of Jack. You find him to the north east, and after dropping the boots you head down the main stairs into the Upper Guard-room.

Blow up the slimes and their vortexes and head out north. If you are feeling particularly patient you can get the slimes to shoot out the rocks behind the one-way door to the east, and get some treasure. West is the way out, but unfortunately not the way down. A sign on some rather formidable stone blocks says that the lower chambers are closed until the return of the Water Mage. "Don't think I'll wait around", you think, remembering the dead body you found in the casket under the town.

Heading north you skillfully avoid the armed bombs put there to stop people on the way in, and continue north through the Sapphire Caves. Nice name, shame about the bats. Shooting through some loose rock you come upon a note dropped by Sirius, the master thief. "...returning to Guild with plans...", that sounds promising, you muse. Striding quickly up the stairs, you find the cavern opening up into the Amethyst Mines.

Two strange globes await your lever press. The black globe says that it will show you the

secret, and leads you to some food behind an illusionary wall. The red globe says that it will show you the exit, and takes you through the mines to a place where you can see some stairs to the east. A book nearby directs you due south, and after struggling through some illusionary walls you finally make it to the exit. Lifting a trapdoor at the top of the stairs you find yourself in a small hut in the Stenchwater Marsh. After taking what are probably someone's family heirlooms, you make your way back to the town, eager to find out more about Sirius' negotiations with the Water Mage. Who knows, perhaps it will lead you to another way in...? Its just a shame it had to be the Thieves' Guild. They're always so expensive.

6. The Wind Mage's Inner Door Lock

The stairs to the west of the lock lead down through some dirty cells to the master torturer.

The master torturer is a very unpleasant fellow. His school days were spent in an endless stream of malicious pranks, until he was eventually caught putting lead weights in the headmaster's water-walking boots. He was finally kicked out of apprentice school for attempting to turn his entire form into cockroaches, and filling the room with baits.

Use some clever means of getting past the Master Torturer and pulling the lever in the corner. Go back upstairs and get the prisoners to blast a hole in the wall for you. Following the path around should take you back to the other side of the Wind Mage's Lock.

7. The Bronze Tower

The Bronze Tower is one of the few surviving monuments from the days when history was so young that the phrase "historically speaking" referred to what had happened the day before.

It was built with no particular purpose in mind, back in the days before purposes became fashionable. Whoever built it seemed to like stairs, and had realised that the purpose of the stair was to go up, but had not yet made the mental leap that to be useful they really should lead somewhere.

Climb to the top, and jump down the pit to the southeast. You find yourself in a small chamber which you plunder appropriately.

Climb to the top, and jump down the pit to the northeast or west. You find yourself draped inappropriately over a small monument, and promptly die.

8. The Mushroom Forest

(North from the junction of the Pirate's Cave)

Head west through the Mushroom Forest, removing all traces of its namesake. You finally reach the end of the tunnel, where you can hear a river thundering behind the

INDEX TO LEVELS

rock wall. Finding your way completely blocked you head back again, to the junction.

9. The Sea of No Return

The Sea of No Return is a vast body of water off the south coast. Its big. Really big. Even bigger than that. Any direction that you swim, north, south, east or west the ocean goes on forever. Someone was once found washed up on the beach after being missing for weeks. She was draped over a raft made from spells and wooden keys lashed together with strips of leather torn from her clothing. Fish skeletons told the tale of how she survived for as long as she did, but without fresh water no-one can last forever...

10. Vault of Fire

If you got here from the wall maze, the best thing to do is take the relics and other goodies and run, the vault is not a good place for adventurers to explore.

If you got here by trusting the Marble door you have been fooled. There is no recourse but for you to get out the hard way. As you enter the vault, to the south are a few boots of fire-walking. You'll need them, more than the snakes guarding them do. Don't bother with the four chests, the contents have been devoured by slimes. Lace up the fire-walking boots and enter the fire tunnel. At the end of the tunnel are three seemingly dead-end corridors. Take the middle corridor, the end wall is illusionary. Grab the relics before heading up the stairs into the wall maze above.

The last section of the vault is entered from the "Keepers of the Sacred Rings", for those adventurers who believed the lying Iron door. The hatch above the exit stairs to the west is rusted shut, and won't budge. Take the ring of examination just above the stairs, behind the illusionary wall, and go into the room with the many chests. Slip the ring of examination onto your best magic finger and seek out the chests not filled with nasties. To the east is a chest with a book in it. It also contains a rusty can of oil. Carefully carrying the dripping oil can make your way back to the stairs. Oiling the hinges of the trap-door seems to do the trick, and you're out, into the door maze.

11. Keepers of the Sacred Rings

Its a bit of bad luck if you got here by believing the Iron door. He was lying. Skirt around the outside edge of the level, don't enter any rooms with "beware" signs on the doors. Go west then north until you reach the Vault of Fire. Read the clues just above, to get out of here.

Notes. If a level is marked "Appendix" find the heading in the appendix under the name of the level you want help with. If there a name following the entry (eg: Appendix, Vault of Fire) look under that particular heading in the appendix.

Some levels have help in more than one section, look up all entries to find the appropriate help.

Atop the Fire King's Palace. Part II, Beneath the Fire King's Chamber

Atop the People's Turret. Part II, Temple of the Fire King's people

Beneath Oracle's Chamber. Part IV, Help from the Oracle

Beneath the Fire King's Chamber. Part II, Beneath the Fire King's Chamber

Beneath the Molten Hills. Part IV, Under the Molten Hills

Beneath the Tower. Part IV, The Three Jewels, The Desert Ruins

Beneath the Tree City. Part V, The Tree Dwellers

Beneath the Wind Mage's Workroom. Part V, Ascending the Wind Mage's Tower

Buccaneers Point. Part IV, The Pirate's Cave

City of the Tree Dwellers. Part V, The Tree Dwellers

Confronting the Wind Mage. Part VI, Confronting the Wind Mage

Crypt of the Ancients. Part IV, The Three Jewels, The Desert Ruins

Daisy Meadow. No References

Darkblood's Trap. Part II, Darkblood's Trap/The Door Maze/The Wall Maze

Deep in the Pirate's Cave. Part IV, The Pirate's Cave, Appendix, The Mushroom Forest

Deeper in the Catacombs. Part I, Journey to the Death-Beast

Deeper in the Mines. Part III, The Earth Mage's Mines & Underground Caverns

Deeper under the Mountain. Part VI, The Invisible Salamanders

Fastbuck's Old Shoppe. Part I, Exploring the Town

Fields of Fire. Part II, Journey to the Palace

Fripp's Home. Part II, Fripp's House

Gateway to the Fingers of Fire. Part VI, Hotfoot the Master Firewalker

Halls of the Earth Mage. Part III, The Earth Mage's Hall

Heart of the Fiery Volcano. Part VI, The Heart of the Fiery Volcano

Hotfoot the Master Firewalker. Part VI, Hotfoot the Master Firewalker

Jarral's Secret Rooms. Part II, The Residential Quarter

Keepers of the Sacred Rings. Appendix, Keepers of the Sacred Rings, Appendix, Vault of Fire

Labyrinth of the Nomads. Part IV, The Three Jewels, The Desert Ruins

Mount Deception. Appendix

Outside the Fire King's Palace. Part II, Journey to the Palace

Passages of Gold. Part II, Fripp's House

Pitfall. Part IV, Salt-Breath's Cell

Salt-Breath's Cavern Hide-Away. Part IV, The Pirate's Cave

Salt-Breath's Cell. Part IV, Salt-Breath's Cell

Shrine of the Spider Cult. Part IV, Help from the Oracle

Stench Water Marsh. Part IV, Back to Town

Still Deeper in the Catacombs. Part I, Journey to the Death-Beast

Still Deeper under the Mountain. Part IV, The Geometric Bugs

Temple of the Fire King's People. Part II, Temple of the Fire King's people

Temple of the Tree Dwellers. Part V, The Tree Dwellers

The Amethyst Mines. Part IV, Back to town

The Ancient Doors. Part II, Darkblood's Trap/The Door Maze/The Wall Maze

The Ancient Tower. Part IV, The Three Jewels, The Desert Ruins

The Backroom. Part IV, Help from the Oracle

The Base of the King's Turret. Appendix

The Base of the Wind Mage's Tower. Part IV, The Three Jewels, The Desert Ruins (last paragraph)

The Beach. No references

The Blistered Sands. Part IV, The Three Jewels, The Desert Ruins

The Bridge Keepers. Part III, The Bridge Keepers

The Bronze Tower. Part IV, The Three Jewels, The Desert Ruins, Appendix

The Casket Room. Part IV, Help from the Oracle

The Catacombs. Part I, Journey to the Death-Beast

The Cells. Part IV, Salt-Breath's Cell

The Cells of the Salamanders. Part VI, The Heart of the Fiery Volcano

The Cliff Face. Part V, The Outward Journey

The Cook's Quarters. Part II, Through the servants quarters

The Corridors of the Powerful. Part VI, The Corridors of the Powerful

The Courtyard of Tranquillity. Part II, The Floating Tower

FIRE KING CLUE-BOOK

The Crown Room. Part II, Temple of the Fire King's people
The Docks. No References
The Door Maze. Part II, Darkblood's Trap/The Door Maze/The Wall Maze, Appendix, Vault of Fire
The Doors to the Great Corridors. Part VI, The Corridors of the Powerful
The Doors to the Wind Mage's Keep. Part V, The Outward Journey
The Earth Mage's Workroom. Part VI, The Earth Mage's Workroom
The Eastern Gate. No References
The Eastern Wilderness. No References
The Edge of Eternity. No References
The End of the East Avenue. Part IV, The Pirate's Cave
The Entrance Hall. Part II, Through the servants quarters
The Entrance to the Catacombs. Part I, Journey to the Death-Beast
The Fingers of Fire. Part VI, Hotfoot the Master Firewalker
The Fire King's Attic. Part II, Beneath the Fire King's Chamber
The Fire Tenders. Part II, The Furnace Rooms
The Foot of the Waterfall. Part IV, The Subterranean Ocean
The Forest of the Earth Mage. Part III, The Bridge Keepers, Appendix
The Forester's Huts. Part III, The Journey to the Earth Mage's Hall
The Forgotten Treasure. Appendix
The Fortress of the Water Mage. Part IV, The Entrance to the Fortress
The Furnace Rooms. Part II, The Furnace Rooms
The Gallery. Part III, The Earth Mage's Hall
The Garden Courtyard. Part V, The Giant Lock
The Heart of Mount Erif. Part II, Fripp's House
The Hidden Relic Store. Appendix
The High Priest's Tower. Part III, Things to do around town
The Isle of Dreams. Part IV, The Subterranean Ocean
The Junction of the Workrooms. Part VI, The Geometric Bugs
The Labyrinth of the Beast. Part VI, The Wind Mage's Workroom
The Lakes. Part IV, The Pirate's Cave
The Lower Floating Towers. Part II, The Floating Tower
The Lower Mountain Paths. Part V, The Tree Dwellers
The Miner's Quarters. Part III, The Earth Mage's Hall, Part III, Into the Mines
The Mines. Part III, Into the Mines, Part III, Stuck In the Cave

The Mushroom Forest. Part IV, The Pirate's Cave, Appendix
The Needles of Stone. Part V, The Tree Dwellers
The Northern Parapet. Part I, Exploring the Town
The Northern Towers. Part I, Exploring the Town
The Old Man and the Mirror. Part V, Ascending the Wind Mage's Tower
The Oracle. Part IV, Help from the Oracle
The Oracle's Isle. Part IV, Help from the Oracle
The Pillars of Bronze. Part IV, Help from the Oracle
The Pirate's Cave. Part IV, The Pirate's Cave
The Pit. Part III, Into the Mines, Part III, The Room of Judgement
The Plague-Ridden Houses. Part III, The Walled Gardens
The Residential Quarter. Part II, The Residential Quarter
The Road North. No References
The Room of Judgement. Part III, The Room of Judgement
The Sapphire Caverns. Part IV, Back to town
The Sea of No Return. Appendix
The Seaweed Harvesters. Appendix, The Water Mage's Whirlpool
The Secret Passage. Part IV, Help from the Oracle
The Secret Tunnel. Part VI, The Corridors of the Powerful
The Servants Hall. Part II, Through the servants quarters
The Sewers. Part I, Journey to the Death-Beast
The Southern Towers. Part I, Exploring the Town
The Spiderwoods. Part III, The Journey to the Earth Mage's Hall
The Spies Back Room. Part III, The Spies Back Room
The Stone Circle. Part III, The Journey to the Earth Mage's Hall
The Subterranean Sea. Part IV, The Subterranean Ocean
The Tangled Forest. Part II, Journey to the Palace
The Temple of Dragara. Part III, Things to do around town
The Thieves Guild. Part I, Exploring the Town, Part III, Things to do around town, Part IV, Help from the Oracle
The Top of the Oracle's Temple. Part IV, Help from the Oracle
The Town Square. Part I, Exploring the Town

The Treasure Chamber. Part III, The Treasure Chamber
The Treasure Room. Part V, The Wind Mage's Workroom
The Treasury. Part I, Exploring the Town
The Twin Turrets. Part II, Temple of the Fire King's people
The Upper Cliff Face. Part V, The Tree Dwellers
The Upper Floating Towers. Part II, The Floating Tower
The Vanishing Oasis. Part IV, The Three Jewels, The Oasis
The Vault. Part V, The Black Room
The Vault of Fire. Appendix
The Wall Maze. Part II, Darkblood's Trap/The Door Maze/The Wall Maze, Appendix, Vault of Fire
The Walled Gardens. Part III, The Walled Gardens
The Watch Tower. Part III, The Bridge Keepers
The Water Mage's Quarters. Part IV, The Entrance to the Fortress
The Water Mage's Whirlpool. Appendix
The Water Mage's Workroom. Part VI, The Water Mage's Workroom
The Water Warden's Quarters. Part IV, The Entrance to the Fortress
The Western Gate. Part II, Journey to the Palace
The Whispering Grove. Part IV, The Three Jewels, The Whispering Grove
The Wind Mage's Apprentices. Part V, Ascending the Wind Mage's Tower
The Wind Mage's Inner Door Lock. Part V, The Giant Lock, Appendix
The Wind Mage's Workroom. Part V, The Wind Mage's Workroom
The Wind Tunnel. Part V, Ascending the Wind Mage's Tower
Tomb of the Fire King. Part I, The Death-Beast
Training Room 1. Part I, Exploring the Town
Training Room 2. Part III, Things to do around town
Training Room 3. Part III, Things to do around town
Treasure of the Eternal Flame. Part IV, Help from the Oracle
Under the Mountain. Part VI, Going under the Mountain
Underground River. Part IV, The Underground River
Upper Guard's Room. Appendix, The Water Mage's Whirlpool
Your Lodgings. Part I, Exploring the Town